

UNIVERSITY OF TWENTE.

Formal Methods & Tools.

## Model-based Testing with Graph Grammars

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# Testing (1/3)

- Why do we test?
  - Products have requirements
  - Software implementation should uphold requirements



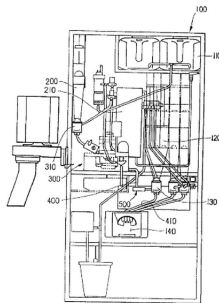
# Testing (2/3)

- Creating tests manually:
  - Error-prone
  - Time intensive



# Testing (3/3)

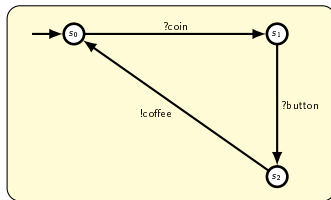
- Solution
  - Create 'model' from the requirements
  - Generate tests automatically using model



# Models (1/2)

## Model

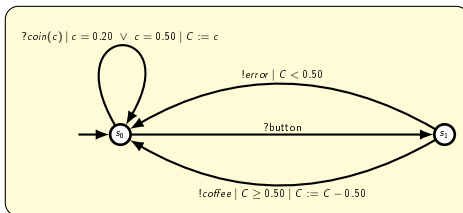
- An abstract representation of the behavior of a system



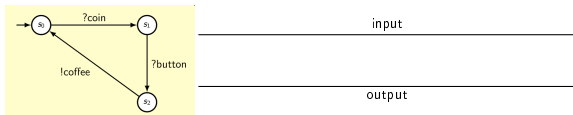
# Models (2/2)

## Symbolic Transition System (STS)

- Transition system with *variables*, *constraints* and *updates*



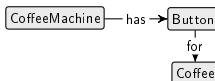
# Model-based Testing (1/1)



- 1 Take possible stimulus from model
- 2 Apply stimulus to SUT
- 3 Observe response(s)
- 4 Check if according to model
- 5 Notify tester whether test passed or failed

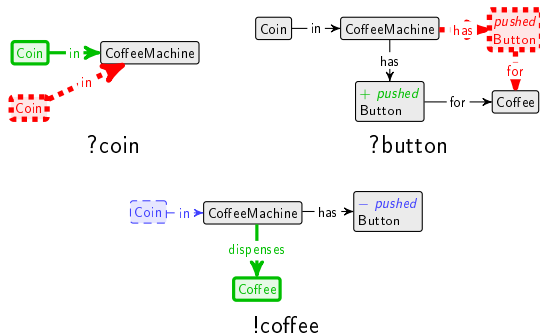


# Graph Grammars (1/3)



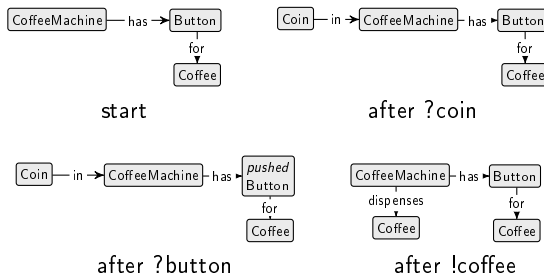
- Graphs represent system states
- Graph rules express possible changes to graph
- All possible changes make a *Graph Transition System*

# Graph Grammars (2/3)



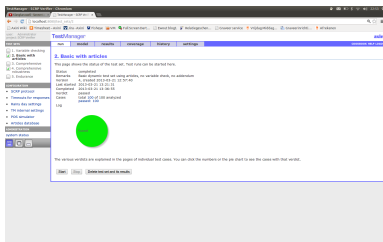
- Black and blue parts have to be present in graph
- Red parts may not be present in graph
- Blue is erased from graph
- Green is added to graph

# Graph Grammars (3/3)

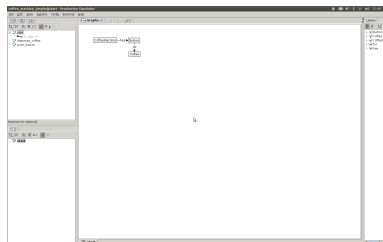


# Tools or how I got to do this research

- Axini Test Manager (ATM) (uses STSs)
- GRaphs for Object-Oriented VERification (GROOVE) (uses Graph Grammars)



ATM



GROOVE

# Research Goals

- Goals
  - Use GROOVE and ATM to create model-based testing tool with Graph Grammars
  - Validate this tool using case studies
- Motivation
  - Graphs are well-known and often used to represent system states
  - Rules are useful for describing computations

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# Setup

- Make a tool GRATiS (GRoove-Axini Testing System)
  - 1 Make a model of system with Graph Grammars
  - 2 Generate STS from Graph Grammar
  - 3 Model-based test system with STS



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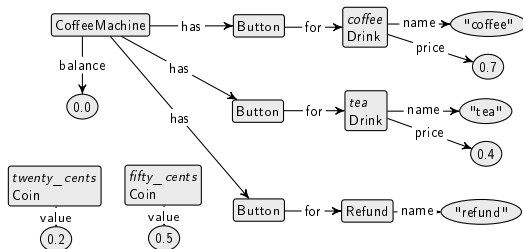
10 Conclusion

# Case study: Coffee machine (1/9)

## Requirements:

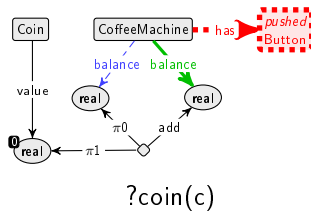
- Dispense coffee and tea
- Coffee costs 0.70 cts, tea costs 0.40 cts
- 0.20 and 0.50 cent coins can be entered
- Entered coins can be refunded
- Machine gives error when drink requested but not enough coins entered.

# Case study: Coffee machine (2/9)

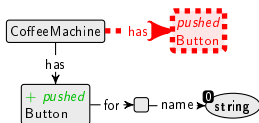


Coffee Machine start graph

# Case study: Coffee machine (3/9)

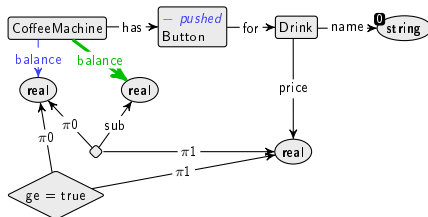


# Case study: Coffee machine (4/9)



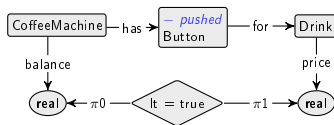
?button(b)

# Case study: Coffee machine (5/9)



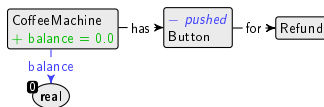
!drink(d)

# Case study: Coffee machine (6/9)



!error

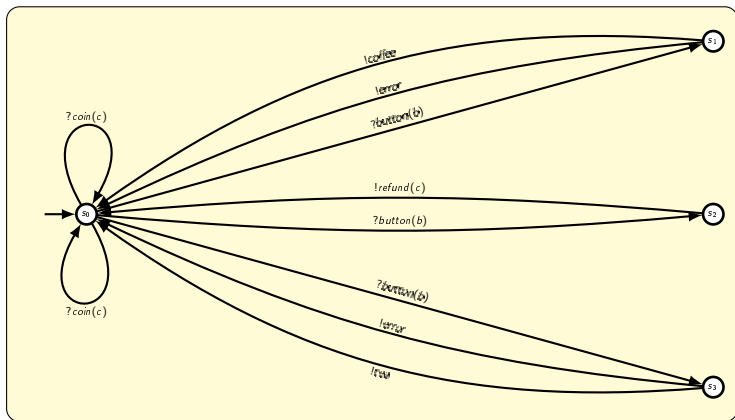
# Case study: Coffee machine (7/9)



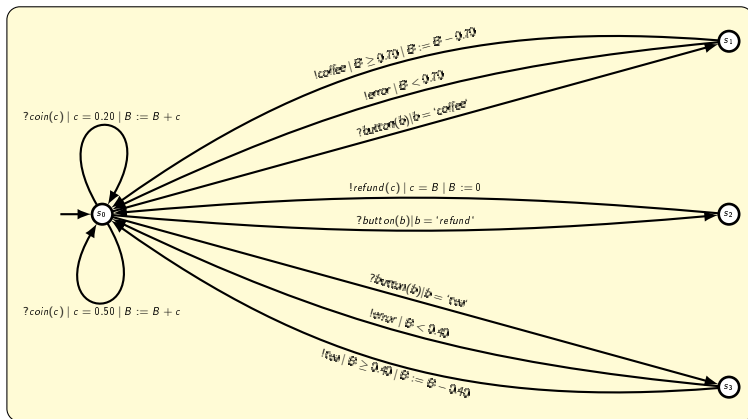
!refund(b)



# Case study: Coffee machine (8/9)



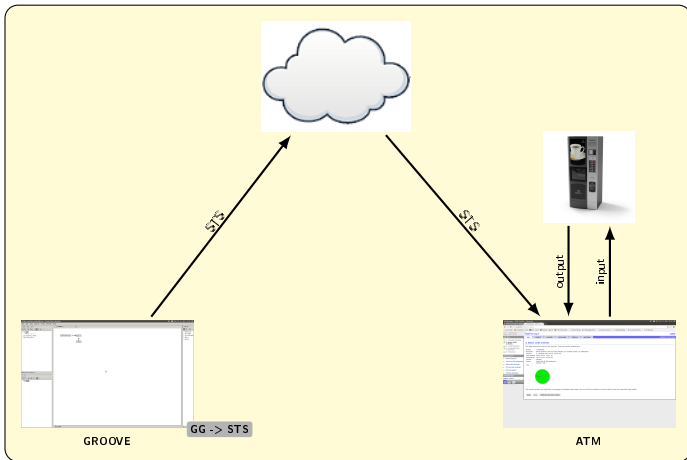
# Case study: Coffee machine (9/9)



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# Implementation



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# Model Examples

- 5 example cases used:
  - 1 a boardgame
  - 2 a puzzle
  - 3 a reservation system
  - 4 a bar tab system
  - 5 a self-checkout register
- Model examples with Graph Grammar and STS
- Compare models

# Measurements

- Performance (How fast does GRATiS make STS?)
- Simulation (Does the STS built by GRATiS express the same behavior as the modelled STS?)
- Redundancy (Is the STS built by GRATiS larger than the modelled STS?)
- Model complexity (Is there a difference in complexity between the STS and the Graph Grammar?)
- Extendability (How easy is it to adapt both models to a hypothetical extension?)

# Measurement conclusions

- Performance: less than 10 seconds for large case study
- Simulation: No problems found
- Redundancy: Technique can create redundant STSs
- Model complexity: Both are equally complex
- Extendability: Varying results



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# Conclusion

- Created method of generating STSs from Graph Grammars
- Implemented a tool for model-based testing with Graph Grammars
- Validated the tool using case studies
- Showed modelling behavior with Graph Grammars is effective